AN

ESSAY

TOWARDS MAKING THE

GAME OF CHESS

EASILY LEARNED,

By thoſe who know the MOVES only,

Without the Aſſiſtance of a Maſter.

By Mr. HOYLE.

LONDON:

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[Price Two Shillings and Six-Pence.]

Edmd Hoyle.

Tho. Osborne

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NOVEMBER 8, 1888

TO THE

RIGHT HONOURABLE

THE

Earl of Northumberland.

MY LORD,

YOUR Lordſhip being a great Admirer of the Game of CHESS, this Treatiſe on that Game, which I made Uſe of in moſt of my Lectures, (I do not take the whole Merit of it to myſelf, having been aſſiſted by ſome

of the beſt Players in the Kingdom) is moſt humbly inſcribed to your Lordſhip, in Acknowledgment of the many Favours conferred upon,

Your LORDSHIP's

Moſt Obedient

Humble Servant,

Edmond Hoyle.

PREFACE.

FEW People in England, *till within theſe thirty Years, underſtood playing the Pawns to Perfection: The Lovers of* CHESS *are principally indebted to Sir* Abraham Janſſen, *Mr.* Montgomery, *and Mr.* Boſan, *for this Knowledge; and it is on the playing the Pawns well, in a great Meaſure, the Succeſs of the Game depends.*

You have ſome new Caſes in this Treatiſe abſolutely neceſſary to underſtand, in order to play the Game to Perfection. It frequently happens, that each Player has two or three Pawns, without a Piece on the Board at the latter End of a Game: In this Caſe, you have Inſtructions how to reckon the Moves, in the ſhorteſt Manner, who has gained the Move, let the Moves be ever ſo many in Number. The Rules laid down for counting them are as eaſy, as reckoning any Number with Counters, which has never been attempted by any Author before.

You have a curious Caſe, which is explained, and has had no Notice taken of it by

by any other Author, viz. one that ſhews you, that there are four Houſes, or Squares, to win, and alſo four Houſes, or Squares, not to win a Game, having a King and one Pawn only upon the Board, againſt a King only: A Caſe which frequently happens.

In the following Treatiſe, you have Inſtructions how to play the Attacks and Defences of the Cloſe Games, and alſo how to defend yourſelf againſt thoſe Games, which are commonly called the Falſe Attacks, by bringing out the Biſhop, Knight, and Queen, before the Pawns.

And as there is ſcarcely any Body under a Firſt-Form Player, who underſtands the beſt Defence to the Gambet, therefore it is adviſeable to ſtudy that Opening; and, if the Adverſary does not play the beſt Defence, he is likely to be defeated in a few Moves.

By knowing the beſt Defence againſt the Cloſe Game, you may be able to prevent your Adverſary from playing his King and Queen's Pawns in the Middle of the Board, which, if you ſuffer him to do, he will have ſo great a Game, that he will be able to crowd you at Pleaſure.

Throughout

PREFACE.

Throughout this Treatiſe you will find a regular Attack and Defence, and the Games ſo diſpoſed, as leaves room for the Player's Invention, which will be a great Improvement to the Learners of the Game.

As for the Gambets, ten or eleven of the beſt Moves on each Side are abſolutely neceſſary, becauſe a bad Move, on either Side, may loſe the Game: The Finiſhing is left for the Improvement of Learners.

We have numbered the Moves to aſſiſt the Memory.

A few Obſervations.

Firſt, Do not crowd your Game, with having too many Pieces together; do not give uſeleſs Checks, or attack without a ſufficient Force; take Care of a Fork or a Check by Diſcovery, or a Stale Mat, or letting your Queen ſtand before your King. As ſoon as you can, caſtle, and then bring out your Pieces, and begin your Attack where your Adverſary is weakeſt.

Remember, at the End of a Game, that

that your King is a capital Piece, both Queens being off the Board.

When you caſtle your King, do not move the Pawns before him till forced to it.

A Pawn on the Rook's Line, with a King and Biſhop againſt a King only, if the Biſhop ſtands in a different Colour from the Corner Square, the Pawn is going to, in Caſe you can get your King there firſt, cannot win the Game, but may loſe it by Pat.

The Lovers of CHESS are greatly indebted to the Duke of Rutland *for his Improvement on the Game, by ſome curious additional Pieces.*

Charles *the Twelfth, King of* Sweeden, *who had an Averſion to Gaming, forbad all Games, except CHESS, which he loved greatly: According to Mr.* Voltaire's *Account, when his Majeſty was at* Bender, *he played at it with his Courtiers every Day.*

HOYLE's CHESS LECTURES.

CHAP. I.

Close Game Opening.

☞ *W.* ſtands for *White*, and *B.* for *Black.*

W. THE King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The Queen's Biſhop's Pawn one Move.

2 *B.* The Queen's Pawn two Moves.

W. The King's Pawn takes it.

3 *B.* The Queen takes the Pawn.

W. The Queen's Pawn two Moves.

4 *B.* The Black Queen's Knight in his Queen's Biſhop's third Square.

W. The Queen's Biſhop in his King's third Square.

B. The black Queen's Biſhop in the black King's Biſhop's fourth Square.

W. The Queen's Biſhop's Pawn one Move.

6 *B.* The Queen gives Check.

W. The Biſhop interpoſes.

7 *B.* The Queen in her Knight's third Square.

W. The white Queen's Pawn plays on the black Knight.

8 *B.* The black Knight in the white Queen's fourth Square.

The *Black* win the Game.

Cloſe

Cloſe Game with Variations.

GAME II.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

2 *B.* The King's Biſhop in the white Queen's Biſhop's fifth Square.

W. The Queen's Biſhop's Pawn one Move.

3 *B.* The King's Knight in his Biſhop's third Square.

W. The Queen's Pawn two Moves.

4 *B.* The black Pawn takes it.

W. The white Pawn takes the Pawn.

5 *B.* The Biſhop gives Check.

W. The Biſhop interpoſes.

6 *B.* The Biſhop takes it with a Check.

W. The Knight takes it, and is beſt opened.

Cloſe Game with Variations.

GAME III.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The Queen's Biſhop's Pawn one Move.

2 *B.* The King's Knight in his Biſhop's third Square.

W. The Queen's Pawn two Moves.

3 *B.* The King's Knight takes the Pawn.

W. The Queen in her King's ſecond Square.

4 *B.* The King's Biſhop's Pawn two Moves.

W. The King's Biſhop's Pawn one Move.

5 *B.* The Queen Checks the King.

W. The Pawn Covers the Check.

6 *B.* The Knight takes the Pawn.

W. The Queen Checks the King, and wins the Game.

Cloſe

Cloſe Game with Variations.

GAME IV.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The Queen's Biſhop's Pawn one Move.

2 *B.* The Queen's Pawn two Moves.

W. The Pawn takes it.

3 *B.* The Queen takes the Pawn.

W. The Queen's Biſhop's Pawn one Move.

4 *B.* The Queen in her own Place.

W. The Queen's Knight in his Queen's Biſhop's third Square.

5 *B.* The black Queen's Biſhop's Pawn two Moves.

W. The white King's Knight in his Biſhop's third Square.

6 *B.* The black Queen's Knight in his Queen's Biſhop's third Square.

W.

W. The white King's Biſhop in his King's ſecond Square.

7 *B.* The King's Biſhop in the Queen's third Square.

W. Caſtle. A pretty equal Game.

Cloſe Game with Variations.

GAME V.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The Queen's Biſhop's Pawn one Move.

2 *B.* The King's Knight in his King's Biſhop's third Square.

W. The Queen's Pawn two Moves.

3 *B.* The Pawn takes the Pawn.

W. The King' Pawn one Move.

4 *B.* The King's Knight in the Queen's fourth Square.

W. The Pawn takes the Pawn.

5 *B.* The Biſhop gives Check.

W.

W. The Knight in his Queen's Biſhop's third Square.

6 *B.* Take the Knight with the Knight.

W. The Queen in her Knight's third Square.

7 *B.* The Knight in his Queen's fourth Square wins the Game.

Cloſe Game with Variations.

GAME VI.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

2 *B.* The Queen's Biſhop's Pawn one Move.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The Queen's Pawn two Moves.

W. The King's Biſhop in the Queen's Knight's third Square.

4 *B.* The Queen's Pawn takes the Pawn.

W. The

W. The King's Knight takes the Pawn.

5 *B.* The Queen in the King's Knight's fourth Square.

W. The Queen's Pawn two Moves.

6 *B.* The Queen takes the Knight's Pawn.

W. The Rook in his Biſhop's Place.

7 *B.* The Queen's Biſhop in the Black Rook's third Square.

W. The Queen's Knight in his Queen's ſecond Square.

8 *B.* The King's Knight in his Rook's third Square.

Cloſe Game with Variations.

GAME VII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

2 *B.* The Queen's Biſhop's Pawn one move.

W.

W. The Biſhop takes the Pawn and Checks.

3 *B.* The King takes the Pawn.

W. The Queen gives Check.

4 *B.* The King in his third Square.

W. The Queen in her King's Biſhop's fifth Square Check.

5 *B.* The King in his Queen's third Square.

W. The Queen's Pawn two Moves.

6 *B.* The Queen in the King's Biſhop's third Square.

W. The Pawn takes the Pawn with Check, and wins the Game.

Cloſe Game with Variations.

GAME VIII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

2 *B.* The Queen's Biſhop's Pawn one Move.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The Queen's Pawn two Moves.

W. The Biſhop in the Queen's Knight's third Square.

4 *B.* The Pawn takes the Pawn.

W. The Knight takes the Pawn.

5 *B.* The Queen in her King's Knight's fourth Square.

W. The King's Knight takes the Pawn.

6 *B.* The Queen takes the White Knight's Pawn.

W. The Rook in the Biſhop's Place.

7 *B.* The Queen's Biſhop attacks the Queen.

W. The Pawn covers the Attack.

8 *B.* The Pawn takes the Pawn.

W. The Rook in the King's Biſhop's ſecond Square.

9 *B.* The Queen in the Knight's Place, Check.

W.

W. The Rook interpoſes.

10 *B.* The Pawn gives Mat.

Cloſe Game with Variations.

GAME IX.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

2 *B.* The Queen's Biſhop's Pawn one Move.

W. The King's Knight in the King's Biſhop's third Square.

3 *B.* The Queen's Pawn two Moves.

W. The Pawn takes the Pawn.

4 *B.* The King's Pawn one Move.

W. The King's Knight in the King's fifth Square.

5 *B.* The Pawn takes the Pawn.

W. The King's Knight takes the Pawn.

6 *B.* The King takes the Knight.

W. The Queen gives Check.

7 *B.* The King in his third Square.

W. The Queen gives Check in her King's Knight's fourth Square.

8 *B.* The King in his Queen's third Square.

W. The Queen in her King's Knight's third Square Check.

If the Black make any other Defence he loſes the Game.

Cloſe Game with Variations.

GAME X.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

2 *B.* The Queen's Biſhop's Pawn one Move.

W. The King's Knight in his Biſhop's third Square.

3 *B.*

3 *B.* The Queen's Pawn two Moves.

W. The King's Biſhop in the Queen's Knight's third Square.

4 *B.* The Pawn takes the Pawn.

W. The Knight takes the Pawn.

5 *B.* The Knight in his Rook's third Square.

W. The Queen's Pawn two Moves.

6 *B.* Do not let him paſs, take the Pawn.

W. The Queen's Biſhop takes the Knight.

7 *B.* The Pawn takes the Pawn.

W. The Biſhop takes the Biſhop's Pawn with Check.

8 *B.* The King in his ſecond Square.

W. The Biſhop gives Check Mat.

Cloſe Game with Variations.

GAME XI.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

2 *B.* The Queen's Biſhop's Pawn one Move.

W. The Queen in the King's Rook's fifth Square.

3 *B.* The Queen in her King's Biſhop's third Square.

W. The King's Knight in his Biſhop's third Square.

4 *B.* The Queen's Pawn one Move.

W. The King's Knight in his fifth Square.

5 *B.* The Knight defends the Attack.

W. The Queen's Pawn one Move.

6 *B.* The Pawn attacks the Queen.

CHAP.

CHAP. II.

The Queen's Pawn opening.

GAME XII.

W. THE Queen's Pawn two Moves.

1 *B.* The Queen's Pawn the ſame.

W. The Queen's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Pawn one Move.

3 *B.* The Queen's Knight's Pawn two Moves.

W. The Queen's Rook's Pawn two Moves.

4 *B.* The Queen's Biſhop's Pawn one Move.

W. The Pawn takes the Pawn.

5 *B.* The Pawn takes the Pawn.

W. The Queen in the King's Biſhop's third Square wins the Game.

If you attempt to defend the Pawn, you muſt loſe the Game.

The ſame with Variations.

GAME XIII.

W. The Queen's Pawn two Moves.

1 *B.* The Queen's Pawn the ſame.

W. The Queen's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes it.

W. The King's Pawn one Move.

3 *B.* The King's Pawn one Move.

W. The Biſhop takes the Pawn.

4 *B.* The King's Biſhop in the Queen's third Square.

W. The King's Knight in his King's ſecond Square.

5 *B.* The King's Knight in his Biſhop's third Square.

W. Caſtle.

6 *B.* The Biſhop takes the Pawn and Checks.

W. The King takes the Biſhop.

7 *B.* The Knight gives Check.

If the King goes into the Corner, by giving him Check, he is matted the ſecond Move: Let him go where he pleaſes, he has the worſt of the Game.

The ſame with Variations.

GAME XIV.

W. The Queen's Pawn two Moves.

1 *B.* The Queen's Pawn the ſame.

W. The Queen's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes it.

W. The King's Pawn one Move.

3 *B.* The King's Pawn one Move.

W. The Biſhop takes the Pawn.

4 *B.* The Biſhop gives Check.

W. The Biſhop interpoſes.

5 *B.* The Biſhop takes it and Checks.

W. The Knight takes the Biſhop.

6 *B.* The King's Knight in his ſecond Square.

W. The King's Knight in his King's ſecond Square.

Both Sides caſtle, and the Whites Game is beſt opened.

CHAP. III.

Proper Defences againſt the Biſhop's opening in the Corners, in Expectation of catching the Rooks.

GAME XV.

W. THE King's Pawn two Moves.

1 *B.* The King's Knight's Pawn one Move.

W. The Queen's Pawn two Moves.

2 *B.* The King's Biſhop in the Knight's ſecond Square.

W. The Queen's Biſhop's Pawn one Move.

3 *B.*

3 *B.* The Queen's Knight's Pawn one Move.

W. The King's Biſhop's Pawn one Move.

4 *B.* The Queen's Biſhop in the Knight's ſecond Square.

This Defence gives the White a good Game.

The ſame with Variations.

GAME XVI.

W. The King's Pawn two Moves.

1 *B.* The King's Knight's Pawn one Move.

W. The Queen's Pawn two Moves.

2 *B.* The King's Biſhop in his Knight's ſecond Square.

W. The Queen's Biſhop's Pawn one Move.

3 *B.* The Queen's Knight's Pawn one Move.

W. The King's Biſhop's Pawn one Move.

4 *B.* The Queen's Biſhop in the Knight's ſecond Square.

W. The King's Biſhop in the Queen's third Square.

5 *B.* The Queen's Knight in her Biſhop's third Square.

W. The King's Knight in his King's ſecond Square.

6 *B.* The King's Pawn two Moves.

W. The Queen's Pawn one Move.

7 *B.* The Queen's Knight in the King's ſecond Square.

W. The Queen's Knight in her ſecond Square.

The White has the beſt of the Game, and he is to puſh his Pawns to attack that Side of the Board, where the Black caſtles, and to bring both his Rooks to ſuſtain his Attack.

CHAP.

CHAP. IV.

GAMBET.

GAME XVII.

W. THE King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The Queen's Pawn one Move.

W. The Queen's Pawn two Moves.

4 *B.* The King's Knight's Pawn two Moves.

W. The King's Biſhop in his Queen's Biſhop's fourth Square.

5 *B.* The King's Biſhop in his Knight's ſecond Square.

W. The Queen's Biſhop's Pawn one Move.

6 *B.*

6 *B.* The Queen's Knight in her Biſhop's third Square.

W. The Queen in her Knight's third Square for a double Attack.

7 *B.* The Queen in her King's Biſhop's third Square.

W. Caſtle.

8 *B.* The King's Knight in the King's ſecond Square.

The ſame with Variations.

GAME XVIII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The Queen's Pawn one Move.

W. The Queen's Pawn two Moves.

4 *B.* The King's Knight's Pawn two Moves.

W.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

5 *B.* The King's Biſhop in his Knight's ſecond Square.

W. The King's Rook's Pawn two Moves.

6 *B.* The King's Rook's Pawn one Move.

W. The white Pawn takes the Pawn.

7 *B.* The black Pawn takes the Pawn.

W. The Rook takes the Rook.

8 *B.* The Biſhop takes the Rook.

W. The Queen's Biſhop's Pawn one Move.

This is the beſt Defence hitherto found out to this Gambet.

The ſame with Variations.

GAME XIX.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Rook's Pawn two Moves.

3 *B.* The King's Biſhop in his King's ſecond Square.

W. The Queen in the King's Knight's fourth Square.

4 *B.* The Queen's Pawn two Moves.

W. The Queen takes the Knight's Pawn.

5 *B.* The King in his third Square wins the Game.

The ſame with Variations.

GAME XX.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Rook's Pawn two Moves.

3 *B.* The King's Biſhop in his King's ſecond Square.

W. The Queen in her King's Knight's fourth Square.

4 *B.* The Queen's Pawn two Moves.

W. The Queen in the King's Biſhop's fourth Square takes the Pawn.

5 *B.* The Black Biſhop attacks the Queen.

W. The Queen in the King's third Square.

The ſame with Variations.

GAME XXI.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Rook's Pawn two Moves.

3 *B.* The King's Biſhop in his ſecond Square.

W. The Queen in her King's Knight's fourth Square.

4 *B.* The Queen's Pawn two Moves.

W. The Queen takes the Pawn in her Biſhop's fourth Square.

5 *B.* The Pawn takes the Pawn.

W. The Queen takes the Pawn.

6 *B.* The Knight in his Biſhop's third Square.

The ſame with Variations.

GAME XXII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The Queen's Pawn one Move.

W. The King's Biſhop in his Queen's Biſhop's fourth Square.

4 *B.*

4 *B.* The Queen's Biſhop in the White King's Knight's fourth Square.

W. Caſtle.

5 *B.* The Black Biſhop takes the Knight.

W. The Queen takes the Biſhop.

The ſame with Variations.

GAME XXIII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The Queen's Pawn one Move.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

4 *B.* The Queen's Biſhop in the White King's Knight's fourth Square.

W. Caſtle.

5 *B.* The Biſhop takes the Knight.

W. The Queen takes the Biſhop.

6 *B.* The King's Knight's Pawn two Moves.

W. The Queen in her Knight's third Square for a double attack.

The ſame with Variations.

GAME XXIV.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

3 *B.* The King's Knight's Pawn two Moves.

W. The King's Knight in his Biſhop's third Square.

4 *B.* The King's Knight's Pawn one Move.

W.

W. The King's Knight in the King's fifth Square.

5 *B.* The Queen checks the King.

W. The King in his Biſhop's Square.

6 *B.* The King's Knight in his Rook's third Square.

W. The Queen's Pawn two Moves.

7 *B.* The Queen's Pawn one Move.

W. The King's Knight in the Queen's third Square.

8 *B.* The King's Biſhop's Pawn one Move.

W. The King's Knight's Pawn one Move.

9 *B.* The Queen gives Check.

W. The King in his Biſhop's ſecond Square.

10 *B.* The Queen gives Check.

W. The King in his third Square wins the Game, by the Knight's attacking the Queen.

A ſhort Defence to the Gambet, to exclude the Biſhop.

GAME XXV.

W. The King's Pawn two Moves.
1 *B.* The King's Pawn the ſame.
W. The King's Biſhop's Pawn two Moves.
2 *B.* The Pawn takes the Pawn.
W. The King's Knight in his Biſhop's third Square.
3 *B.* The Queen's Pawn one Move.
W. The King's Biſhop in the Queen's Biſhop's fourth Square.
4 *B.* The Queen's Biſhop in the King's third Square.

The ſame with Variations.

GAME XXVI.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The King's Knight in his Biſhop's third Square.

W. The King's Pawn one Move.

4 *B.* The King's Knight in his Rook's fourth Square.

W. The Biſhop in his King's ſecond Square.

5 *B.* The King's Biſhop in his King's ſecond Square.

W. Caſtle.

6 *B.* Caſtle.

W. The King's Knight in his King's Square wins the Game.

The ſame with Variations.

GAME XXVII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The King's Knight's Pawn two Moves.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

4 *B.* The King's Knight's Pawn one Move.

W. The Biſhop takes the Pawn with Check.

5 *B.* The King takes the Biſhop.

W. The King's Knight gives Check in his King's fifth Square.

6 *B.* The King in his third Square.

W.

W. The Queen takes the Pawn and Checks.

7 *B.* The King takes the Knight.

W. The Queen checks in her King's Biſhop's fifth Square.

8 *B.* The King in his Queen's third Square.

W. The Queen's Pawn two Moves.

9 *B.* The King in his Queen's Biſhop's third Square.

W. The Queen's Biſhop's Pawn two Moves.

10 *B.* The Queen's Rook's Pawn one Move.

W. The Queen's Biſhop's Pawn one Move.

11 *B.* The Queen's Pawn two Moves.

W. The Pawn takes it with Check.

12 *B.* The Queen takes the Pawn.

W. The Queen takes the Biſhop.

Any other Defence loſes the Game very ſoon.

The ſame with Variations.

GAME XXVIII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Queen's Pawn two Moves.

W. The Pawn takes the Queen's Pawn.

3 *B.* The Queen takes the Pawn.

W. The Queen's Knight in his Queen's Biſhop's third Square.

4 *B.* The Queen in her King's third Square.

W. The King's Knight in his Biſhop's third Square.

5 *B.* The Pawn takes the Pawn and Checks.

W. The King in his Biſhop's ſecond Square.

6 *B.* The Biſhop gives Check.

W. The

W. The Queen's Pawn two Moves.

7 *B.* The King's Biſhop in his Queen's third Square.

W. The Biſhop gives Check.

8 *B.* The Pawn covers it.

W. The Rook attacks the Queen, and wins the Game.

A Gambet neceſſary to be frequently practiſed in order to become a very good Player.

GAME XXIX.

W. The King's pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The Queen's Pawn two Moves.

W. The Pawn takes the Pawn.

4 *B.* The Queen takes the Pawn.

W. The Queen's Knight in her Biſhop's third Square.

5 *B.* The Queen in her own Square.

W. The King's Biſhop in his Queen's Biſhop's fourth Square.

6 *B.* The King's Biſhop in his Queen's Biſhop's fourth Square.

W. The Queen's Pawn two Moves.

7 *B.* The King's Biſhop in his Queen's Knight's third Square.

W. The Queen's Biſhop takes the Pawn.

8 *B.* The Queen's Biſhop in her King's Knight's fifth Square.

W. Caſtle.

9 *B.* The Biſhop takes the Knight.

W. The Queen takes the Biſhop.

10 *B.* The Queen takes the Pawn with Check.

W. The King moves into the Corner.

11 *B.* The Queen takes the Biſhop.

W. The Queen takes the Pawn, and attacks the Rook.

12 *B.* The Queen in her Biſhop's third Square.

W. The Queen in the Biſhop's Square Checks.

13 *B.* The King in his ſecond Square.

W. The Queen's Rook checks.

14 *B.* The King in his Biſhop's third Square.

W. The Biſhop in the Queen's ſecond Square.

15 *B.* The King in his Knight's fourth Square.

W. The Queen in her King's Knight's fourth Square.

The ſame with Variations.

GAME XXX.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The King's Knight's Pawn two Moves.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

4 *B.* The King's Knight's Pawn one Move.

W. The King's Knight in the King's fifth Square.

5 *B.* The Queen gives Check.

W. The King in his Biſhop's Square.

6 *B.* The King's Knight in his Biſhop's third Square.

W. The King's Biſhop takes the Pawn and Checks.

7 *B.* The King in his Queen's Square.

W. The Queen's Pawn two Moves.

8 *B.* The King's Knight takes the Pawn.

W. The Queen in her King's ſecond Square.

9 *B.* The King's Knight gives Check, and wins the Game.

The

The ſame with Variations.

GAME XXXI.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

3 *B.* The Queen gives Check.

W. The King in his Biſhop's Square.

4 *B.* The King's Biſhop in the White Queen's Biſhop's fifth Square.

W. The Queen's Pawn two Moves.

5 *B.* The Biſhop in his Queen's Knight's third Square.

W. The King's Knight in his Biſhop's third Square.

6 *B.* The Queen in the White King's Knight's fourth Square.

W. The Biſhop takes the Pawn with Check.

7 *B.* The King in his Biſhop's Square.

W. The Rook's Pawn one Move.

8 *B.* The Queen in the White King's Knight's third Square.

W. The Queen's Knight in her Biſhop's third Square.

9 *B.* The King takes the Biſhop.

W. The Queen's Knight attacks the Queen, and wins the Game.

GAMBET.

How to play when the Pawn is not taken.

GAME XXXII.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Queen's Pawn two Moves.

W.

W. The King's Pawn takes the Pawn.

3 *B.* The Queen takes the Pawn.

W. The Queen's Knight attacks the Queen.

4 *B.* The Queen in her King's third Square.

W. The King's Knight in his Biſhop's third Square.

5 *B.* The Pawn takes the Pawn with Check.

W. The King in his Biſhop's ſecond Square.

6 *B.* The King's Biſhop gives Check.

W. The Queen's Pawn two Moves.

7 *B.* The King's Biſhop in the Queen's third Square.

W. The King's Biſhop gives Check.

8 *B.* The King in his Biſhop's Place.

W. The Rook attacks the Queen, and wins the Game, either by taking the Queen, or giving Check Mat; or, in caſe the Black covers Check, his Queen is loſt.

CHAP. V.

Gambet that gives three Pawns for a Situation, which, between good Players, makes an equal Game.

GAME XXXIII.

W. The King's Pawn two Moves.
1 *B.* The King's Pawn the ſame.
W. The King's Biſhop's Pawn two Moves.
2 *B.* The Pawn takes the Pawn.
W. The King's Knight in his Biſhop's third Square.
3 *B.* The King's Biſhop in his King's ſecond Square.
W. The King's Biſhop in his Queen's Biſhop's fourth Square.
4 *B.* The Biſhop gives Check.
W. The King's Knight's Pawn one Move.
5 *B.* The Pawn takes the Pawn.

W.

W. The King caſtles.

6 *B.* The Pawn takes the Pawn and Checks.

W. The King in his Rook's Square.

7 *B.* The Queen's Pawn two Moves.

W. The Biſhop takes the Pawn.

8 *B.* The King's Knight in his Biſhop's third Square.

W. The Biſhop takes the Pawn with Check.

9 *B.* The King takes the Biſhop.

W. The King's Knight in his Rook's fourth Square takes the Biſhop.

10 *B.* The King's Rook in his Biſhop's Square.

W. The King's Pawn one Move.

11 *B.* The Queen gives Check.

W. The Knight covers the Check.

12 *B.* The King's Knight in his Rook's fourth Square.

W. The King takes the Pawn.

This is the beſt Defence to this Gambet.

The ſame, with the Variation of one Move in the eleventh Move of the White, makes the Game equal.

GAME XXXIV.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The King's Biſhop in his King's ſecond Square.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

4 *B.* The Biſhop gives Check.

W. The Pawn covers Check.

5 *B.* The Pawn takes the Pawn.

W. The King caſtles.

6 *B.* The Pawn takes the Pawn with Check.

W. The King in his Rook's Square.

7 *B.* The Queen's Pawn two Moves.

W. The Biſhop takes the Pawn.

8 *B.* The King's Knight in his Biſhop's third Square.

W. The Biſhop takes the Pawn with Check.

9 *B.* The King takes the Biſhop.

W. The King's Knight takes the Knight in his Rook's fourth Square.

10 *B.* The Rook in his Biſhop's Square.

W. The Queen's Pawn two Moves.

11 *B.* The King in his Knight's Square.

The ſame with Variations.

GAME XXXV.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The King's Biſhop in his King's ſecond Square.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

4 *B.* The Biſhop gives Check.

W. The Pawn covers Check.

5 *B.* The Pawn takes the Pawn.

W. The King caſtles.

6 *B.* The Pawn takes the Pawn with Check.

W. The King in his Rook's Square.

7 *B.* The Queen's Pawn two Moves.

W. The Biſhop takes the Pawn.

8 *B.* The King's Knight in his Biſhop's third Square.

W. The Biſhop takes the Pawn with Check.

9 *B.* The King takes the Biſhop.

W. The King's Knight takes the Knight in his Rook's fourth Square.

10 *B.* The Rook in his Biſhop's Square.

W. The Queen's Pawn two Moves.

11 *B.* The King in his Knight's Square.

W. The Queen's Biſhop in the King's Knight's fifth Square.

12 *B.* The King's Knight in his Rook's fourth Square.

W. The Biſhop takes the Queen.

13 *B.* The Rook takes the Rook with Check.

W. The Queen takes the Rook.

14 *B.* The Knight checks King and Queen, and has the better of the Game.

The

The ſame with Variations.

GAME XXXVI.

W. The King's Pawn two Moves.

1 *B.* The King's Pawn the ſame.

W. The King's Biſhop's Pawn two Moves.

2 *B.* The Pawn takes the Pawn.

W. The King's Knight in his Biſhop's third Square.

3 *B.* The King's Biſhop in his King's ſecond Square.

W. The King's Biſhop in the Queen's Biſhop's fourth Square.

4 *B.* The Biſhop gives Check.

W. The Pawn covers Check.

5 *B.* The Pawn takes the Pawn.

W. The King caſtles.

6 *B.* The Pawn takes the Pawn with Check.

W. The King in his Rook's Square.

7 *B.* The Queen's Pawn two Moves.

W.

W. The Pawn takes the Pawn.

8 *B.* The King's Biſhop in his King's ſecond Square.

W. The King's Knight in his King's fifth Square.

9 *B.* The King's Knight in his King's Biſhop's third Square.

W. The King's Knight takes the Pawn.

10 *B.* The King takes the Knight.

W. The Queen's Pawn one Move, and checks with the Biſhop.

11 *B.* The Biſhop interpoſes.

W. The King's Biſhop takes the Biſhop and Checks.

12 *B.* The King takes the Biſhop.

W. The Pawn takes the Biſhop.

13 *B.* The King takes the Pawn.

The White have the worſt of the Game, in the eighth Move, by taking the Pawn with the Pawn, inſtead of taking it with the Biſhop.

CHAP. VI.

GAME XXXVII.

I Would know how you are to make a Draw Game, having your King only againſt a King and a Pawn ?

The Rule is, if your King is oppoſite to your Adverſary's King, having one Square only between them, and he is to move ; in that Caſe, you are always to play your King in ſuch a Manner, as to keep his King oppoſite to your King, whenever he is to move, and it muſt be a Draw Game; but, if he perſiſts, by endeavouring to win the Game, he muſt loſe it by Patt, in drawing you upon the laſt Square.

To gain the Move with an equal Number of Pawns and no Piece.

GAME XXXVIII.

The Rule is, ſuppoſe that your Adverſary and you have each four Pawns left, and no Piece, two upon each Side of the Board: And, further, let us ſuppoſe, that your King is at Liberty to attack his Pawns upon one Side of the Board, by reckoning how many Moves it will take your King to march and take thoſe two Pawns, and alſo, by adding the Number of Moves, which will be neceſſary for you to make a Queen with one of your Pawns: You will, by this Method, find out the exact Number of Moves, before you can make a Queen. Take the like Method with your Adverſary's Game, and you will find who has gained the Move.

This is ſo neceſſary a Part of the Game to be underſtood, that, if A un-

derſtands it, and B does not, B has little Chance to win the Game.

GAME XXXIX.

It is neceſſary to demonſtrate, that there are four Houſes, or Squares, to win, and alſo four Houſes, or Squares, not to win a Game, with the King and Queen againſt a King and Pawn only.

Firſt Situation for not winning.

White King on the Black Queen's Rook's Square.

White Pawn on the Black Queen's Rook's ſecond Square.

Black Queen in the White Queen's Place.

Black King in the White King's Place.

The Black are to play.

Second.

White King in the Black Queen's Knight's Place.

White Pawn in the Black Queen's Biſhop's ſecond Square.

Black

Black Queen in the White Queen's Place.

Black King in the White King's Place.

The Black are to play.

If you place the Pieces on the other Side of the Board, in the ſame Situation, it will make a Draw Game, or elſe the Pawn and King muſt win it by Patt.

You are to obſerve this Rule, not to guard your Pawn, unleſs it may be taken by giving you a Check at the ſame Time, by which Means the Black King can never gain a Move, and the Black Queen cannot take the Pawn without giving Patt.

GAME XL.

Situation for winning.

White King in the Black King's Rook's Square.

White Pawn in the Black King's Knight's ſecond Square.

Black King in the White King's Square.

Black Queen in the White Queen's Square.

Black are to play.

The Black Queen gives Check in her Rook's fourth Square, by which ſhe gains a Move for her King; and, as often as ſhe forces the White King to go behind his Pawn, ſhe gives a Move for her King, which is ſo eaſily found out, that it is needleſs to proceed any further.

FINIS.

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